

LIFE AFTER DEATH.

You have recently died, causing your spirit to leave your body and begin its journey into the afterlife. Or so you thought, be it a natural phenomenon, an angry spirit robbing you of your choice to move on, a god punishing you, or another reason, you're now a wandering spirit and must abide by the rules below.

WANDERING SPIRIT

Feats Gained

Undead Status

Ethereal Touch

Weakened Regeneration

Silent as the Grave

Call of the Eons

UNDEAD STATUS

You are considered undead in addition to your other types. Ex. if you were an orc in life, you are an undead orc when you gain this feature.

You are vulnerable to radiant damage and any damage you deal in this form is considered necrotic damage.

You lose any special vision you once had and instead have a normal vision and a normal range (60ft) of it; the only exception to this rule is truesight.

ETHEREAL TOUCH

If you were to attempt to physically interact with an item or object, make a wisdom check and look at the table below to determine if you can. If you match or beat the DC below, you do not need to roll again to interact with the object; crit successes act as a flat success.

You can move through wooden walls and windows.

Your character's wisdom modifier	DC needed to beat to interact with an item in the physical world.
0	20
+1	18
+2	16
+3	14
+4	12
+5	10

It's Not Just A Good Time

The most dangerous part of being a wandering spirit is the fact that should you die in this form, you cannot be revived or brought back; your soul enters the void.

WEAKENED REGENERATION

You have, at most, a number of hit dice equal to your wisdom modifier.

Also, you cannot be healed by spells or potions. You can however gain or be given temporary hp.

SILENT AS THE GRAVE

Wandering spirits are unseen and generally unfelt in the world, though a wandering spirit can be seen and heard if a target is aware of their presence and is open to seeing them.

CALL OF THE EONS

Over a period of time (minimum 15 days) you can alter your personal image based on your thoughts, for instance, if you are moving around as a wandering spirit, you may eventually forget you need to walk, thus causing your lower half to fade from existence. You might see yourself as a disgusting monstrosity and develop traits to reflect that, or you might see yourself as a divine guardian and grow wings or glow faintly.

At the start of each week after a period of forty days you must begin making wisdom checks to maintain your sanity based off of the chart below. Failure to make one of the saves below causes you to become a 'Ghost' and lose all sense of individuality you once had; forcing you to become a violent entity and haunt an area of importance to you.

The number of weeks past 40 days DC needed to beat

1	5
2	12
3	19
4	26
5	Impossible to beat

ADDITIONAL INSIGHTS

Barriers - Metal, stone, lead, and other heavy elementals are too difficult for you to pass through. Additionally, certain divine or arcane barriers typically found around churches or blessed grounds can halt you from entering and cause damage to your spiritual form.

You're not alone - Certain creatures or spirits can and do exist within the spiritual realm. Most of them for the worst as many eventually lose themselves to their own thoughts and devolve into ruthless spirits. Some of these entities cannot be interacted with by creatures of the material realm, offering great danger to the wandering spirit who isn't prepared to stand alone.

Revival - A wandering spirit can be placed back within their body if a reviving spell is cast on the body, so long as the spirit is willing. Upon being revived, they may make a DC 20 wisdom check, if they succeed, they gain the memories of their spiritual lives, otherwise they do not.